NES-M4-USA ★

The Mafat Conspiracy™

INSTRUCTION BOOKLET

VIC TOKAI™

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction.

1) This is a high precision Game Pak. Do not store it in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the control Deck.
6) There may be areas on your screen that are not accessible, but this in no way will impede game play.

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[1] Introduction

March, 1990

As part of America's Strategic Defense Initiative (SDI or "Star Wars") an experimental satellite, SK2, was recently launched into earth orbit. For some unknown reason the satellite has apparently fallen out of orbit and crashed into the Alps. A few days ago, threatening letters were simultaneously received in Washington and the Kremlin. The author of these letters signed in the name of **the Mafat Revolutionary Group.** At first, however, the existence of this group could not be verified.

Subsequently, terrorists demanded that the American government provide them with the submarine, Los Angeles, a ship carrying missiles with nuclear warheads. Furthermore, they demanded that the Soviets turn over their research on the military application of electromagnetic waves.

The group is reported to have stated "Unless our demands are met, the satellites of the United States and the Soviet Union will fall!"

The disappearance of the SK2 is testimony to the group's power to follow through on its threats.

Confusion and tension has led both the American and Soviet governments to

acuse each other of an insidious plot. Pressure between East and West is once again on the rise.

Meanwhile, Washington has ordered the **CIA** to investigate the so-called **Mafat Revolutionary Group.** It now appears that Mafat does indeed exist. However, its aims, leadership, and base of operations are unknown. The **CIA** also reports that **Dr. Barrows**, the brains behind the satellite capture technology who disappeared several years ago in England, is rumored to be under confinement somewhere in Paris.

As **The Mafat Conspiracy** is about to unfold, we know that the **CIA** has delivered an urgent request to **Golgo 13**, the ace sharpshooter. The directive apparently asks **Golgo 13** to :

(1) Eliminate the leader of the Mafat Revolutionary Group.
(2) Destroy the Satellite Capture System.
(3) Bring back Dr. Barrows alive.

As we begin, **Golgo 13** has accepted the **CIA** directive, and has left for Paris.

[2] Winning Techniques

First of all, you should be aware that there are five different types of screens in **The Mafat Conspiracy :** a horizontally scrolling screen when shooting action occurs, a 3-D screen when **Golgo 13** is driving his Ferrari, a 3-D screen for the mazes, a stationery screen, and the sniper mode screen.

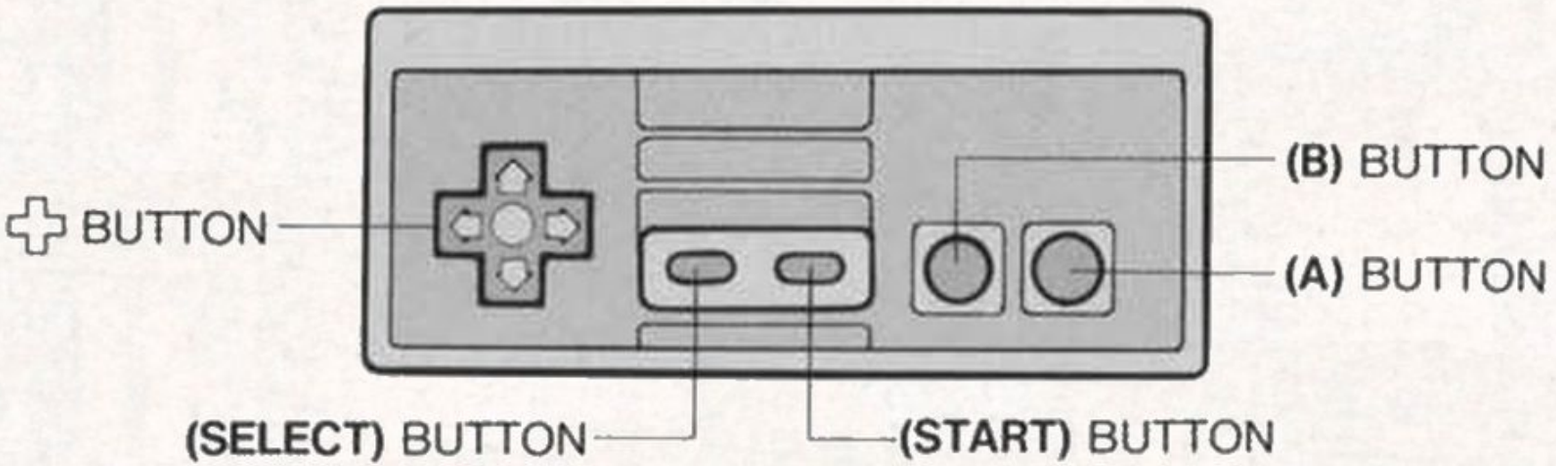
There are occasions when you can meet people who can supply you with information or weapons. You must make the most of these opportunities ; the information may be available only one time.

Be attentive. There is a time limit when you are in the driving sequences and in the 3-D mazes. Monitor your ammunition and life points carefully.

Warnings !!

* Do not waste your bullets. You will need them to get at your enemies from long range.
* Do not forget to make a map of the maze on the 3-D screen. You will undoubtably find a short cut that will help you later on.
* Failing to pay attention to the information that pops up in the conversation windows will mean trouble for you later on.
* Be sensible about the time you spend on this and any video game. You will need to rest your eyes and wits to play well.

[3] Using the Controller



This is a single-player game.

The first scenes that you will see in **The Mafat Conspiracy** are a pre-game presentation. You can end this presentation at any time by pressing the **(SELECT)** button. Doing so will bring up the title screen. Should you allow the presentation to continue to its end, the title screen will come up automatically. With the title screen up, pressing the **(SELECT)** button will start the game.

Pressing the **(START)** button during game play will pause the action.

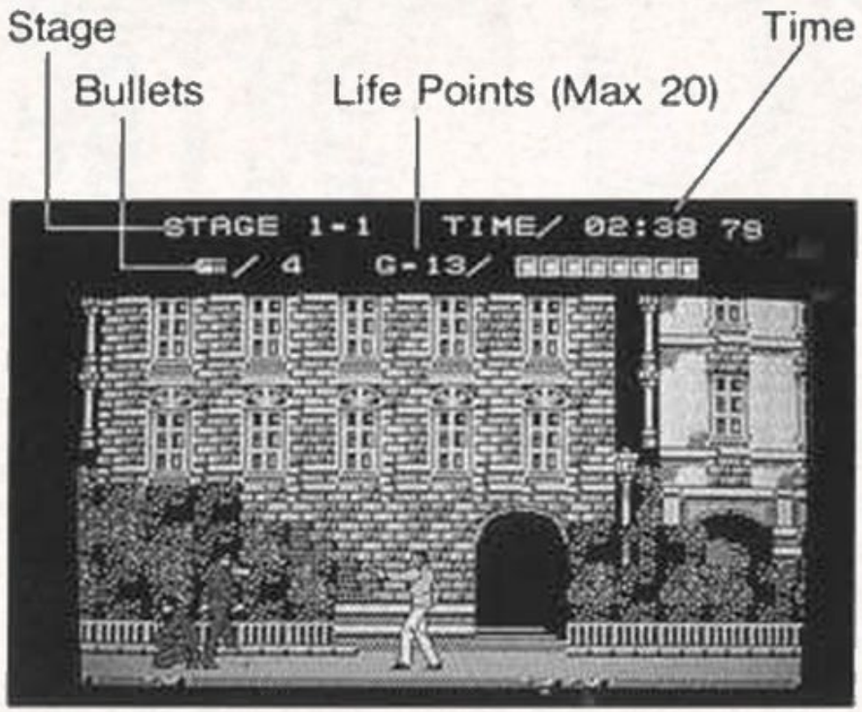
You can skip by the conversation windows by pressing the **(SELECT)** button.

	Up and down of ✣ button	Right and left of ✣ button	Ⓑ button	Ⓐ button	The others
Maze on the 3D Screen	Movement front and rear	Movement right and left	———	Shooting [open and shut the door]	———
Sniper Screen	Movement the gun sight	Movement the gun sight	———	Shooting	———
Conversation Window	———	———	———	———	Skip (SELECT button)

	Up and down of ✣ button	Right and left of ✣ button	Ⓑ button	Ⓐ button	The others
Action on the Horizontal Scroll Screen	———	Movement right and left	Kick [shooting]	Jump	Hi-jump (Ⓐ button and ✣ button, up)
Action on the Stationery Screen	Jump (✣button, up)	Movement right and left	Kick	Punch	Jump-kick (✣ button, up and Ⓑ button)
Ferrari action on the 3D Screen	Gear change	Movement right and left	Throw a hand grenade	Accelerate	———

[4] Screens

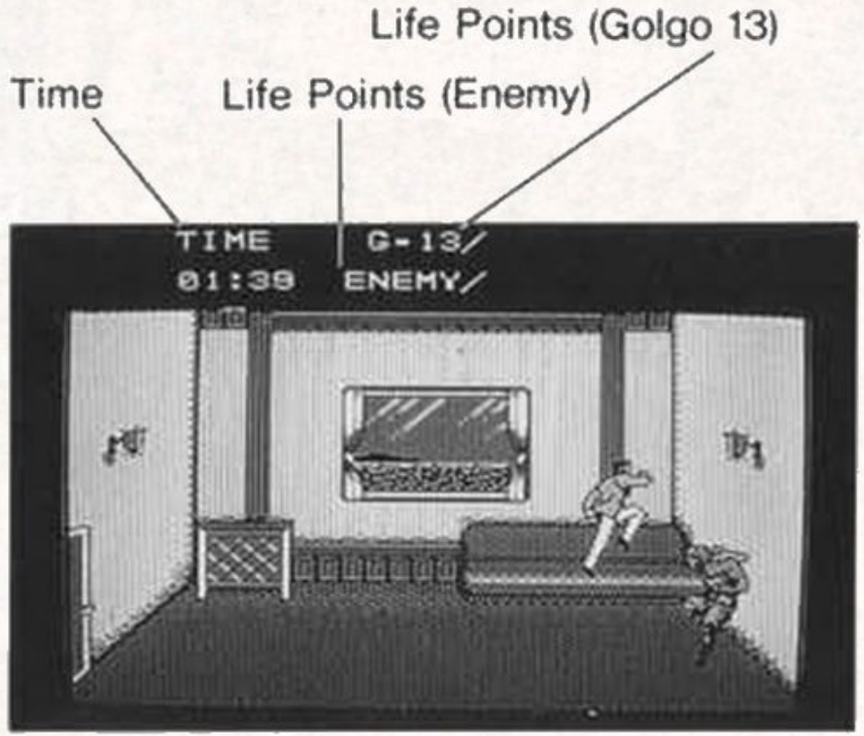
Horizontally Scrolling Screen



* Bullets is normally Max 30, but Max 60 starting with ACT 4.

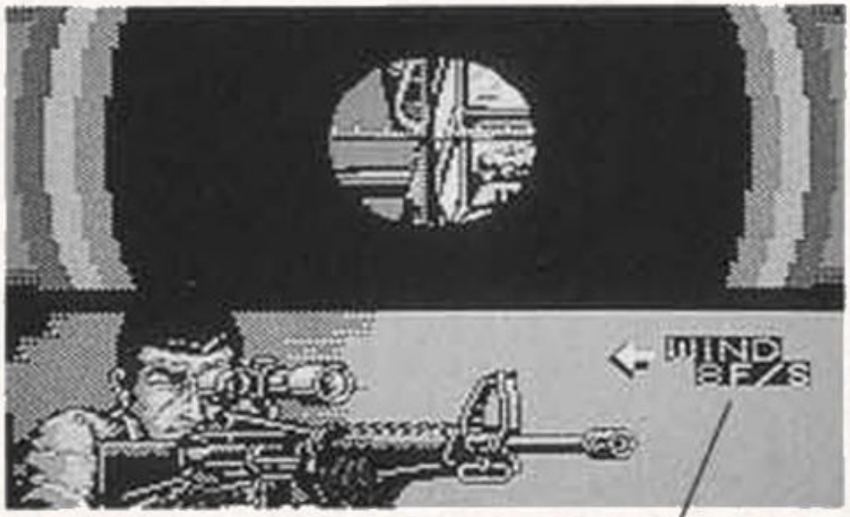
* If you cannot clear a stage within the time limit, the game will end.

Stationary Screen



* If you cannot clear the stage within the time limit, the game will end.

Sniper Screen



Wind speed and direction

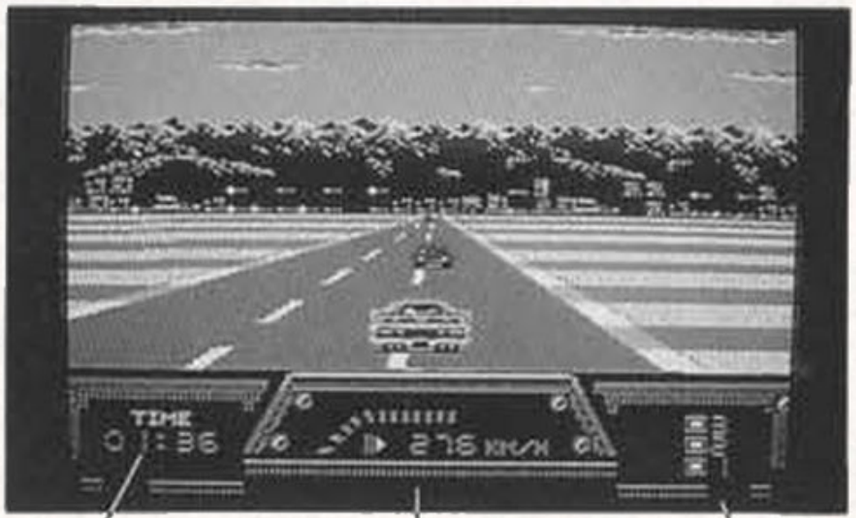
* Take note of the wind speed & direction before aiming your gun and pressing the **(A)** button to fire.

Conversation Window

Conversation between Golgo 13 and another person.

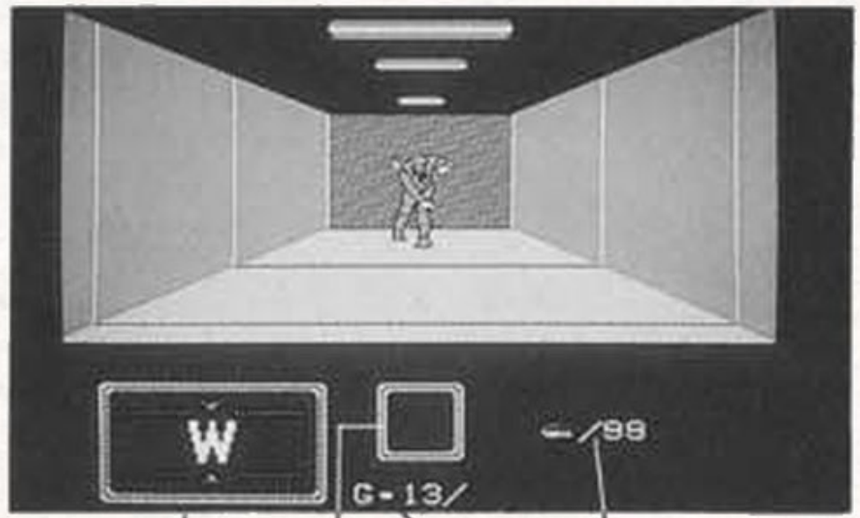
* Pay attention to the dialog. This screen can be skipped by pressing the **(SELECT)** button.

3-D Ferrari Action Screen



* When your rpms reach the red line, shift up.
* If you cannot clear this stage within the time limit, the game will end.

3-D Maze Screen



[5] Cast of Characters

Duke Togo (Golgo 13)

He goes by the name Duke Togo, but his real name is not known. His nationality, permanent address, and age are also unknown. His code name is GOLGO 13. He excels at sports, is fluent in several languages, has a notable memory and knowledge of medical science and pharmacy. Furthermore, he is a deadly shapshooter with accuracy measured at 99.999 percent. It is said that GOLGO 13 makes the impossible possible.

Sylvia

She is an agent for the CIA. Her duty for this mission is to assist GOLGO 13.

Dr. Barrows

He was born in England and disappeared several years ago.
According to the CIA, he was an essential figure in the development of the Satellite Capture System. He now appears to be confined somewhere in Paris.

James

He is a member of the CIA. He is responsible for supplying GOLGO 13 with valuable information on the Mafat Revolutionary Group and Dr. Barrows. He can also obtain the special weapons that GOLGO 13 may request.

Gerbich

He is a member of the KGB. He suspects GOLGO 13 has knowledge of recent CIA movements and on the Mafat, but.....

Ahmad Khan

He is an international terrorist and a central figure within the Mafat Revolutionary Group. He knows where the secret Mafat base is located.

[6] Know Your Enemies

Action on the Horizontally Scrolling Screen

* Passer-by (man)	He will not attack.
* Man armed with a pistol	He shoots suddenly.
* Man armed with a machine gun	He fires suddenly.
* Man armed with a shot gun	He'll attack on the train.
* Man with a scythe	He'll jump and attack.
* Monkey Man	He'll jump and attack.
* Man with a grenade	He'll throw grenades.
* Man with a knife	He'll attack with his knife.
* Boomerang Man	He'll hurl a boomerang.
* Scorpion	It'll attack on the ground.
* Dog	It'll jump and attack.

Ferrari Action on the 3-D Screen

* KGB — Gerbich will have KGB men harrass Golgo.

3-D Maze Screen

* Man with pistol, man with grenade, and man with a machine gun.

Action on the Stationery Screen

* Arm of Mafat — He's inside the Mafat hideout.
* Bodyguard — He's the bodyguard of Ahmad Khan.
* Canine — He awaits Golgo at the Mafat base.

[7] Paraphernalia

Action on the Horizontally Scrolling Screen

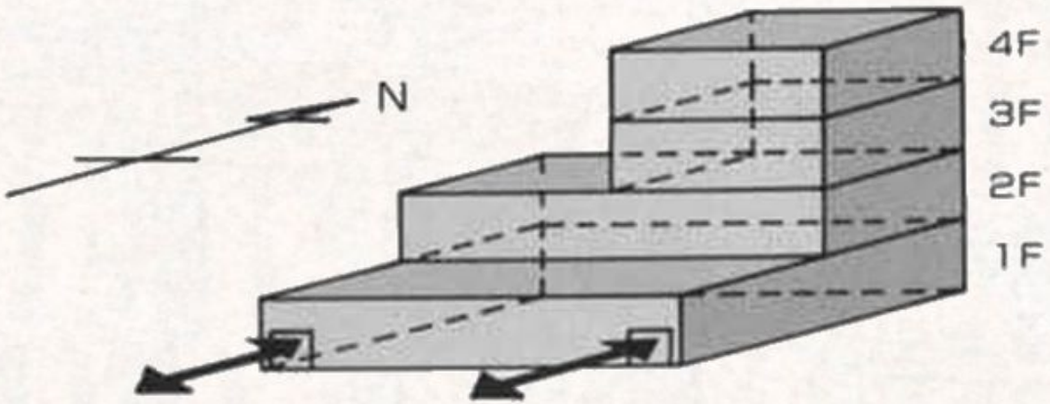
* **Ammo**	Eliminating an enemy gains you **10** bullets.
* **Life**	Getting this brings you **3** new LIFE points.

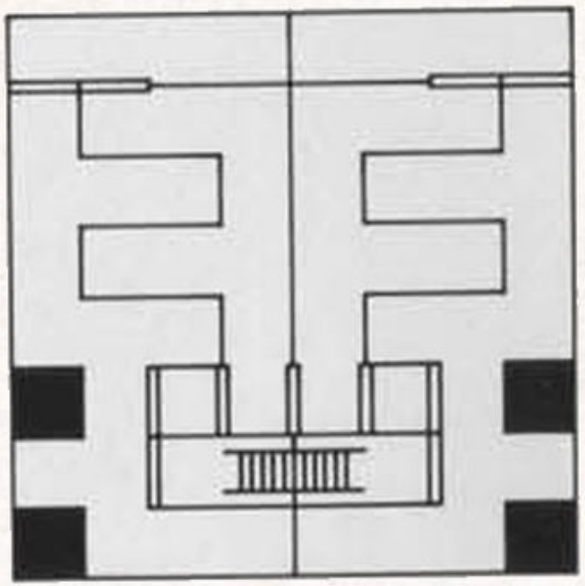
3-D Maze Screen

* **Ammo**	Eliminating an enemy gains you **10** bullets.
* **Life**	Getting this brings you **3** new LIFE points.
* **Infrared Scope**	Allows you to see what is normally invisible to the naked eye. If you change floors, you can no longer use this scope.

[8] Appendix/Maps

◎ACT 1





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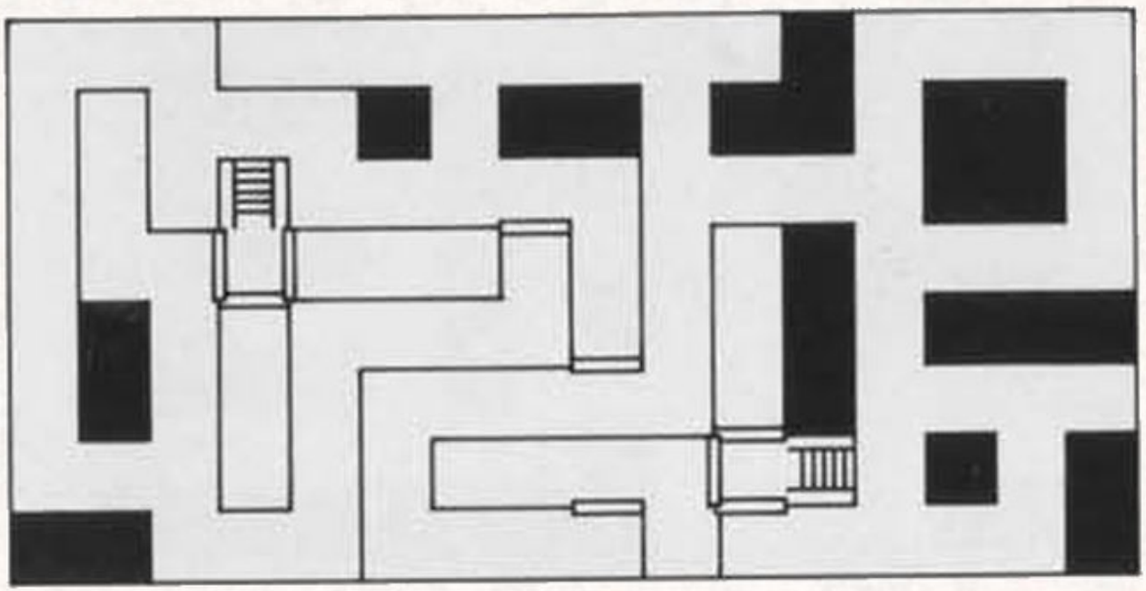

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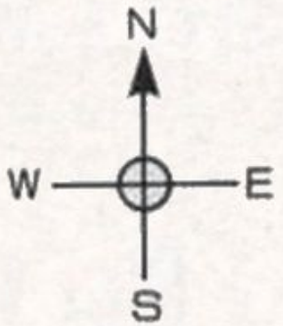

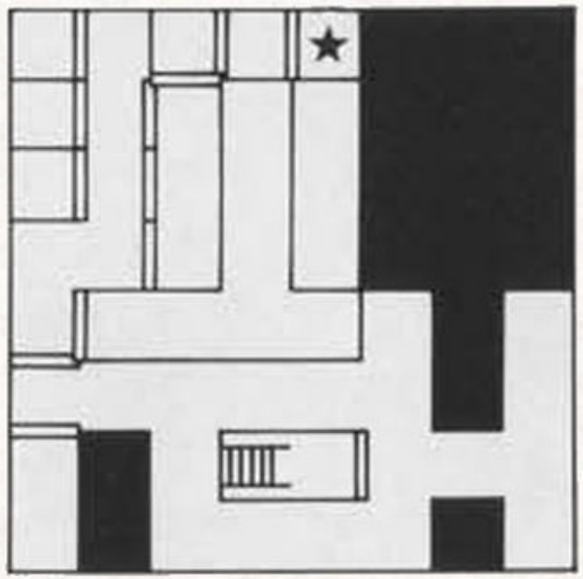

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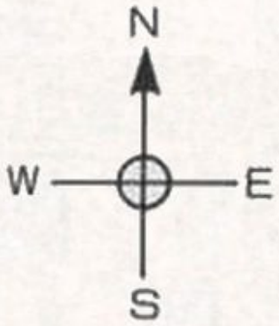

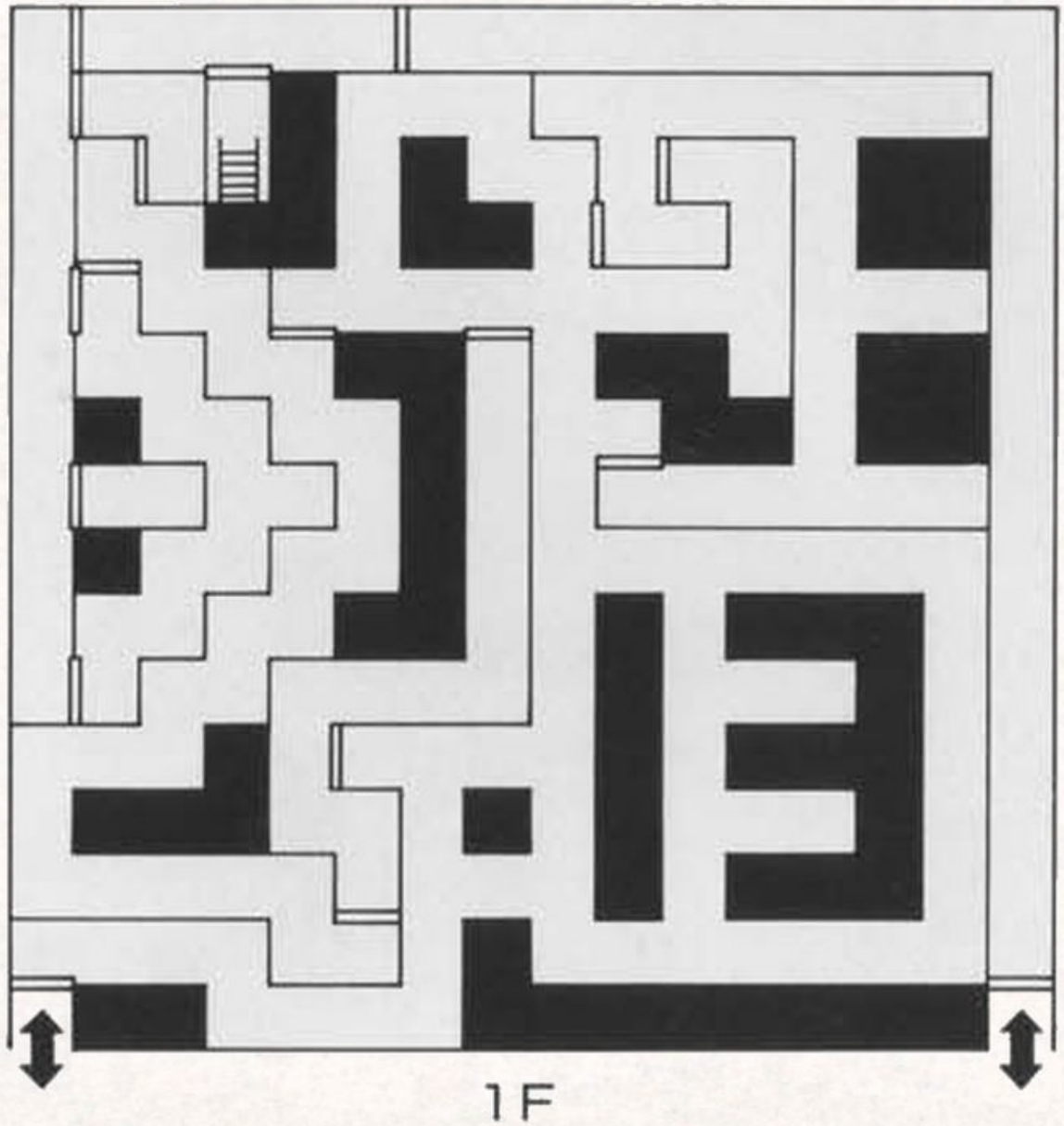

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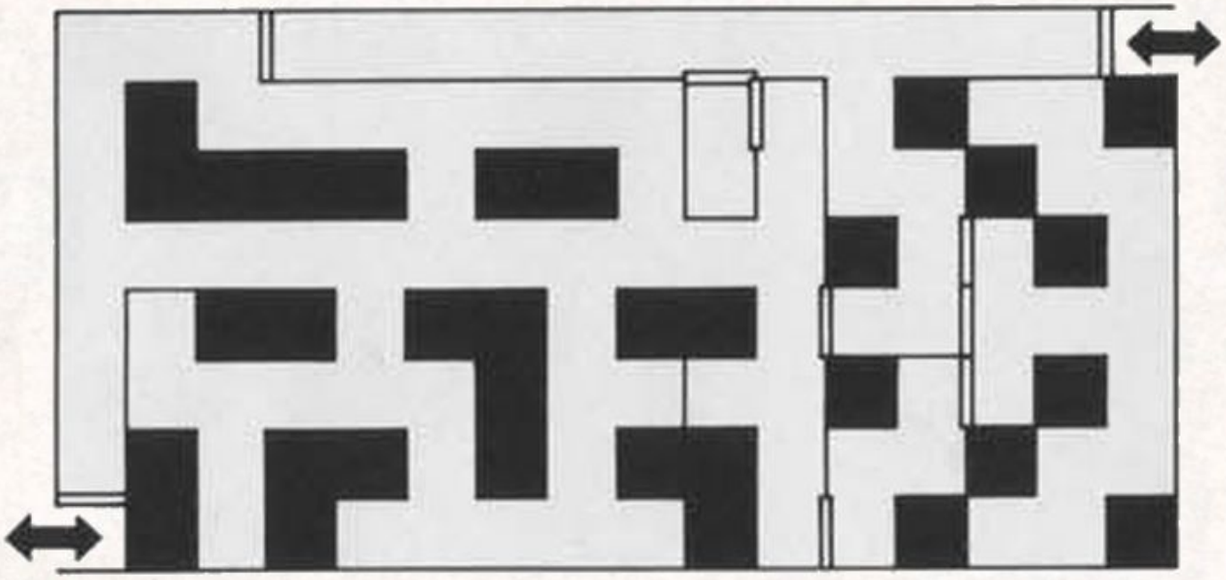
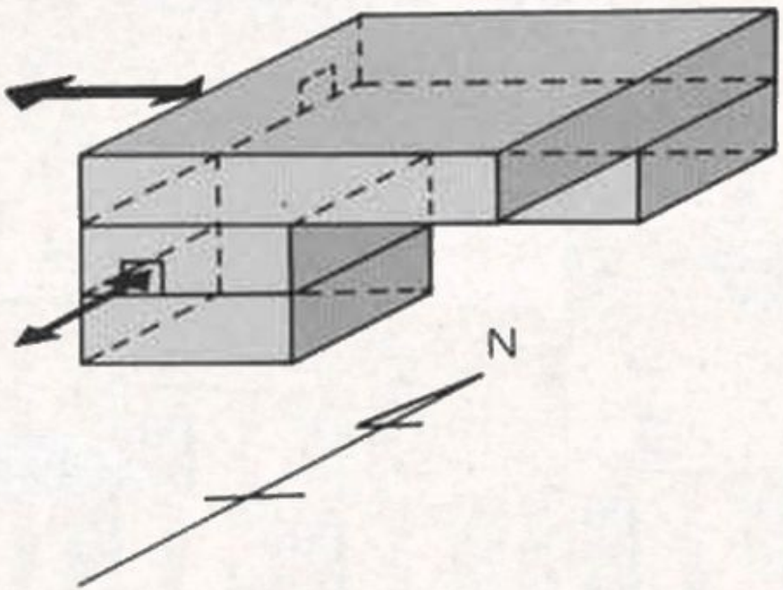
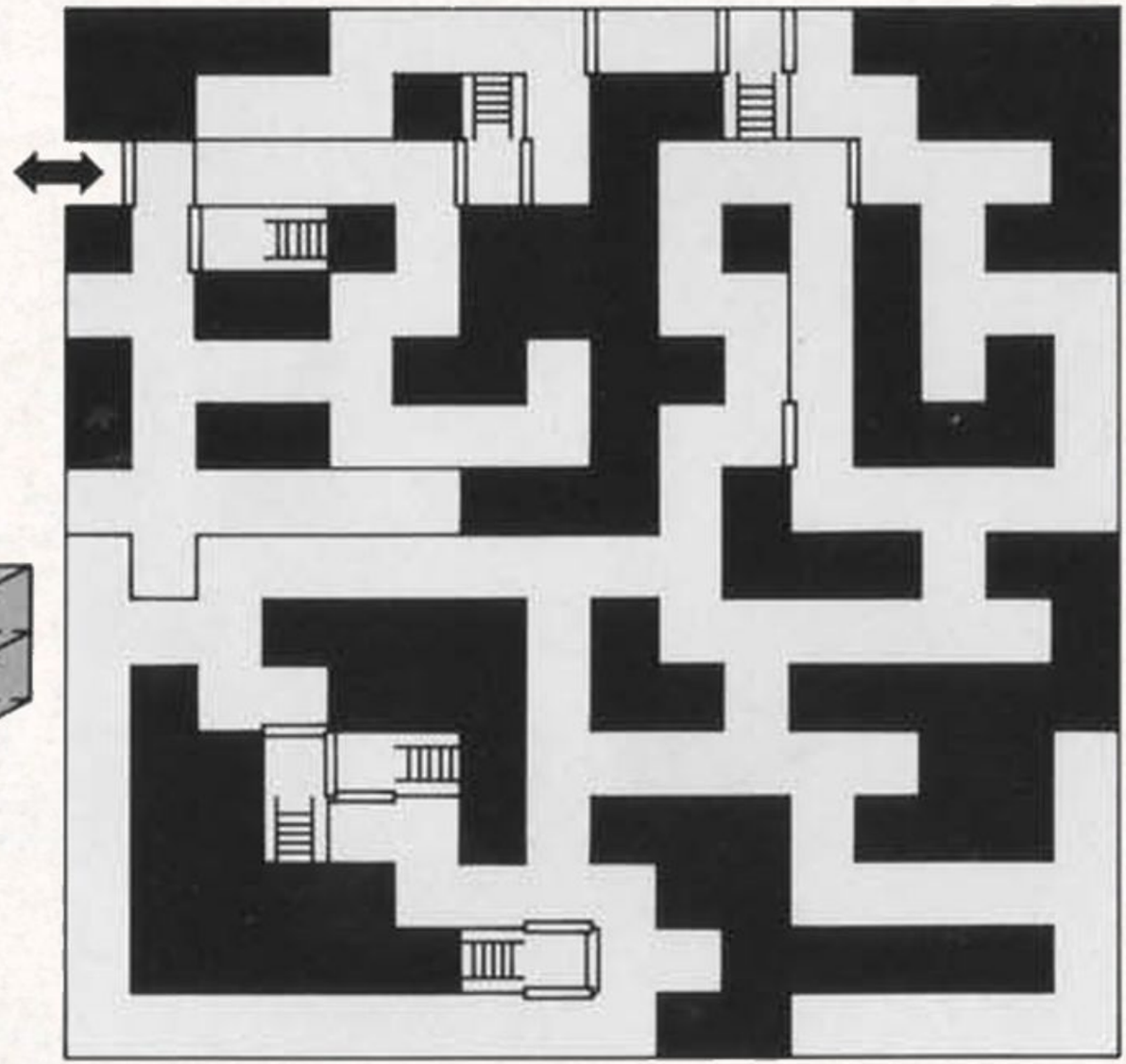
◎ACT 3



◎ACT 5 – part I





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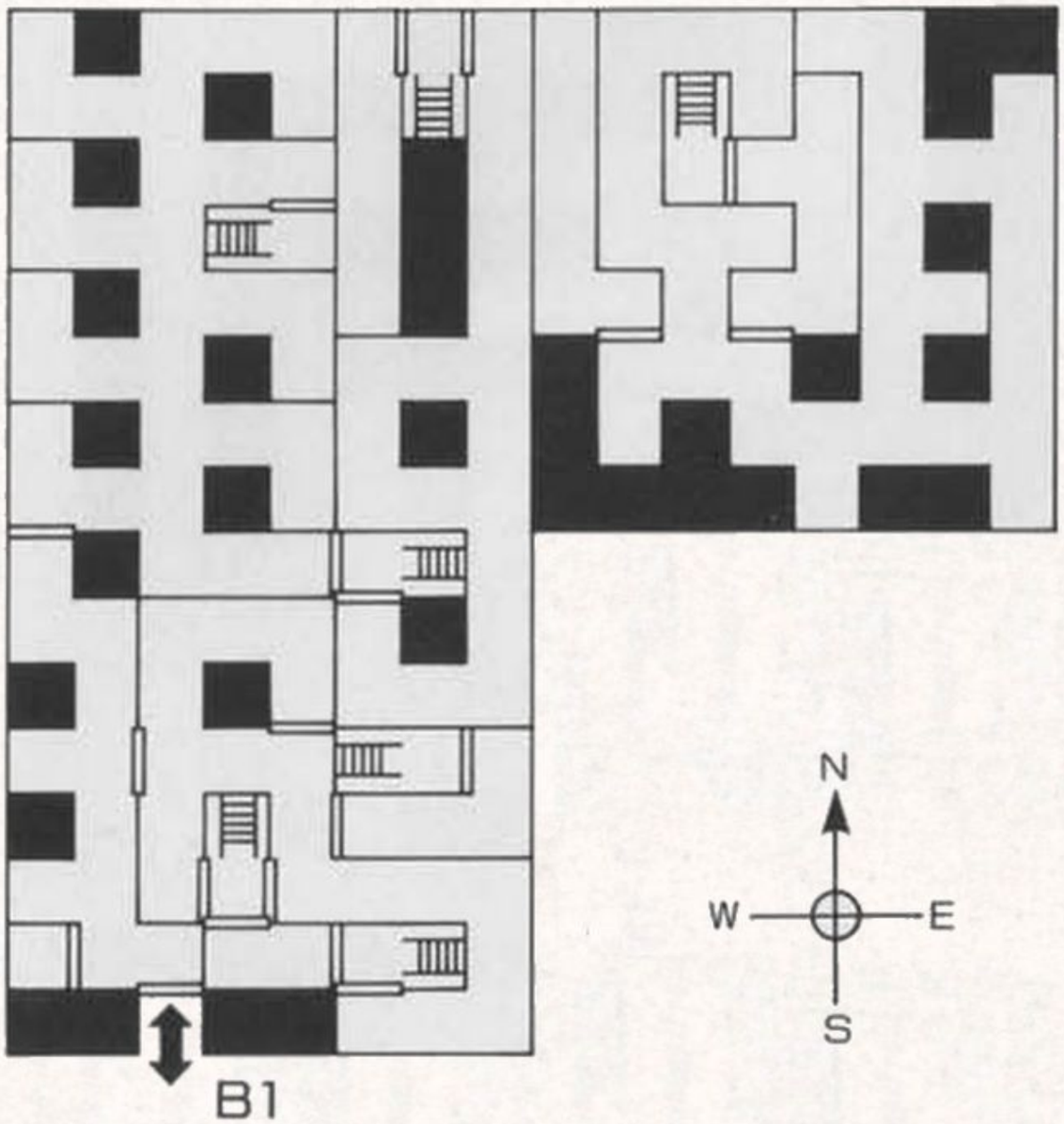
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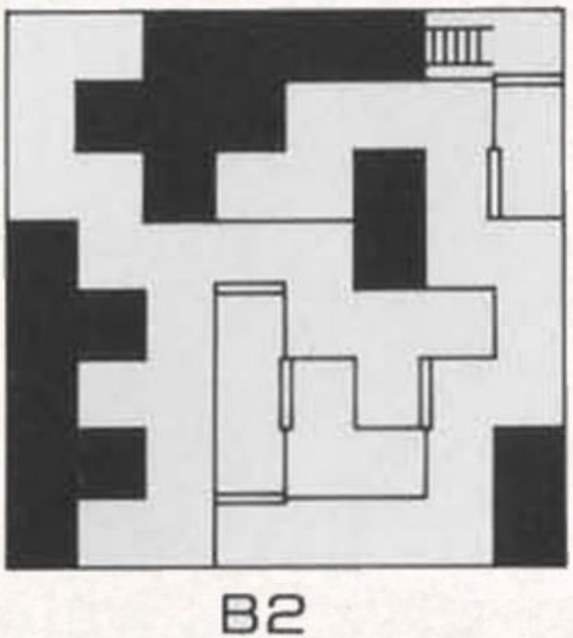
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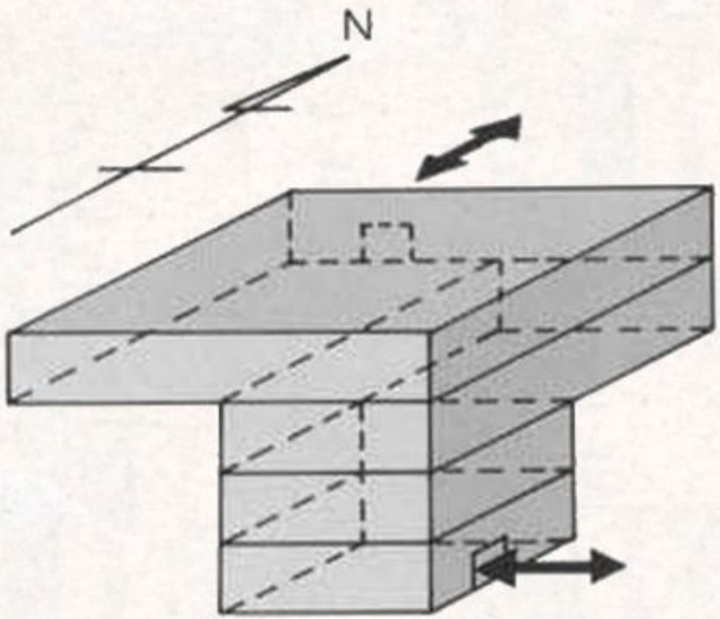

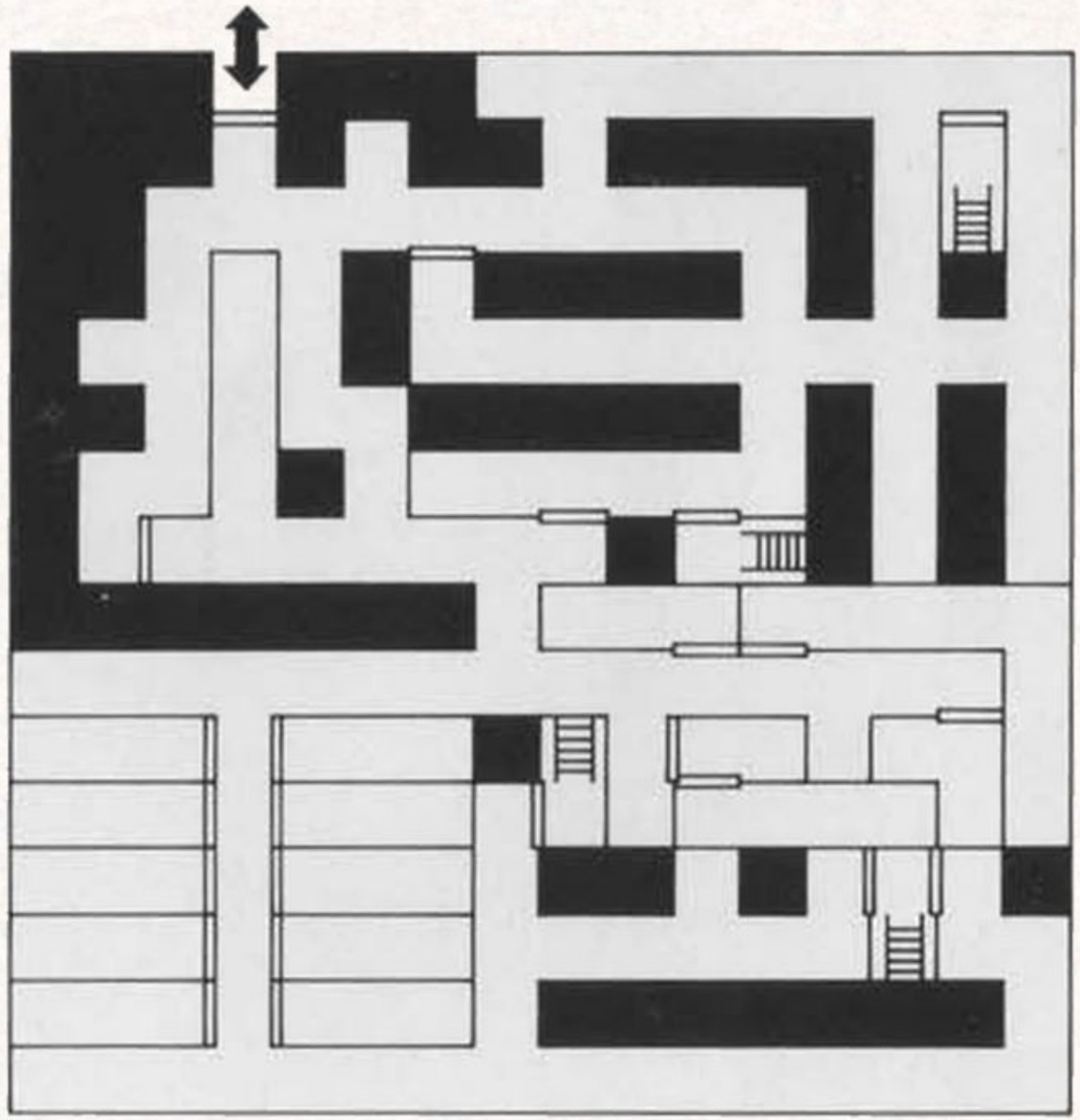

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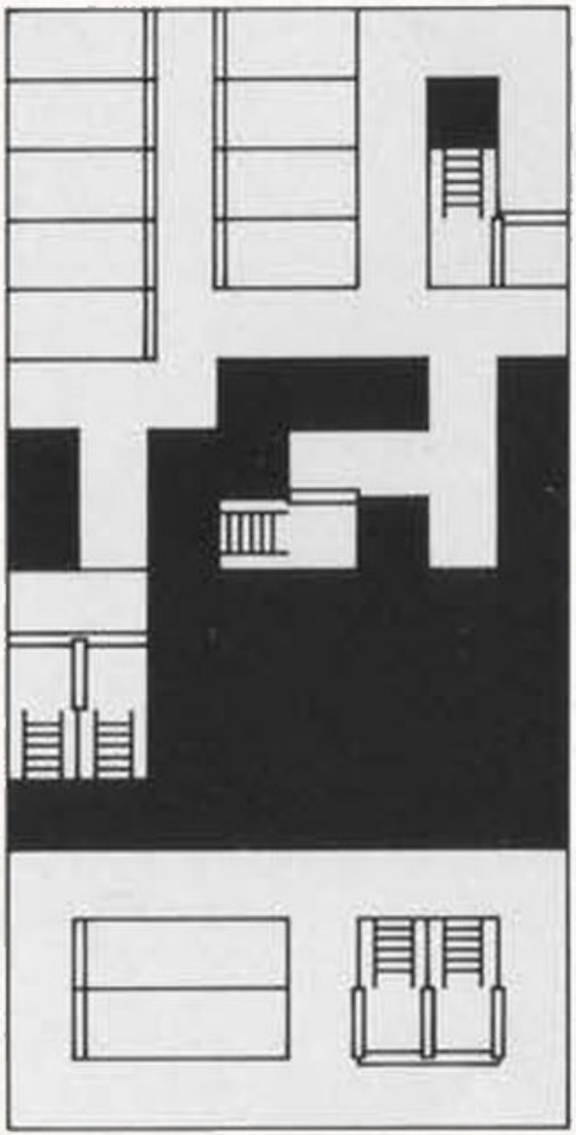

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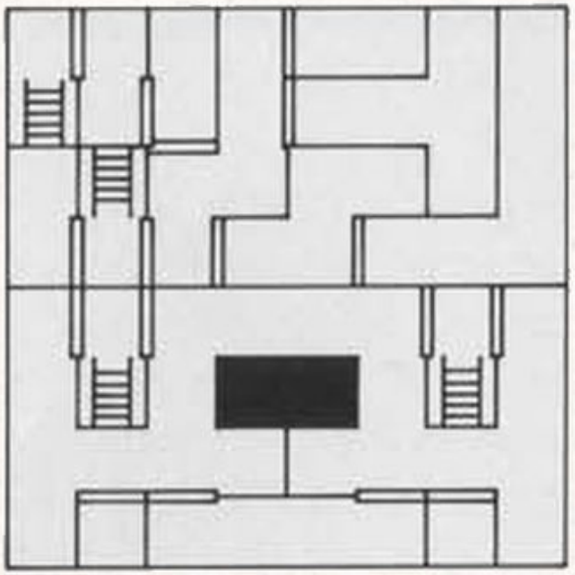

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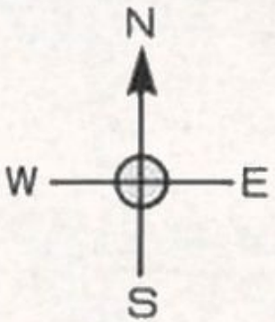

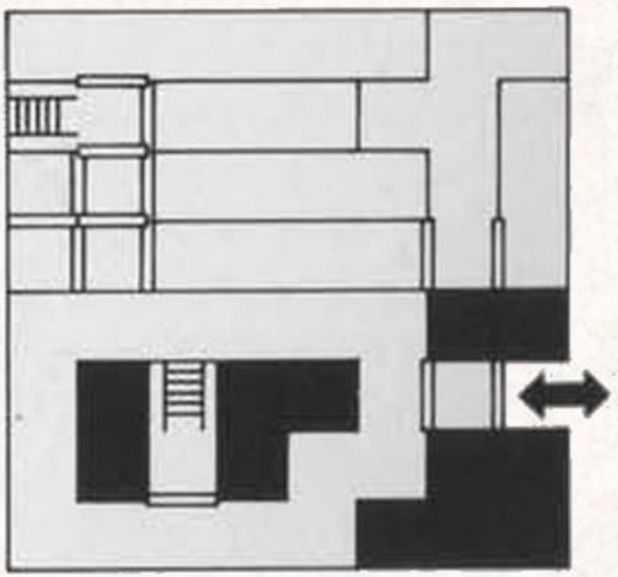

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